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How do you scale CSS for thousands of pages? Object Oriented CSS is an answer. It's an approach for writing CSS that's fast, maintainable, and standards-based. It adds much needed predictability to CSS so that even beginners can participate in writing beautiful websites. Nicole Sullivan first presented it at Web Directions North in Denver and the response has been overwhelming.

This Github project is for the OOCSS framework—a collection of code that's built using the OOCSS approach and is meant to help you get started. However, the framework is *not* the same thing as the OOCSS idea. (Confusingly though, they have the same name...that'll probably change.)

What's a CSS Object?

Basically, a CSS "object" is a repeating visual pattern, which can be abstracted into an independent snippet of HTML, CSS, and possibly JavaScript. Once created, an object can then be reused throughout a site.

For instance, in the OOCSS framework the **media object** describes a content block containing a **fixed-size** media element (e.g. image or video) along with other **variable-size** content (e.g. text). Another example is the **module object**, which describes a generic content block with a required body area and optional header and footer areas.

[Read more about objects on the FAQ page...](#)

Two Main Principles of OOCSS